TENNIS *Cup* 2

MANUAL

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INTRODUCTION

Welcome to Tennis Cup II. You are about to discover one of the best simulations of tennis ever designed. Following on the heels of Tennis Cup N° 1 we have come up with a more complete, more realistic and more modern simulation which, we hope, will live up to your expectations.

We would like to thank all those who bought Tennis Cup 1 and who, by their comments, advice or criticisms, persuaded us to undertake this project. The sleepless nights involved in developing a software are more than made up for by the knowledge that it will be used and appreciated.

What are the important new features of Tennis Cup II?

NEW PRESENTATION

All the menus have been designed in such a way as to make their use as simple as possible, despite the large number of options. This is achieved by means of icons.

FURTHER OPTIONS
You can choose to play on a split screen or full screen.
Tournament mode allows you to choose your tournaments and, why not, go for the most lucrative ones.
An original training mode, for beginners, and a practice mode, enable you to improve your play.
A radar function enables you to get a bird's-eye or side-on view of the court.

MORE ANIMATIONS
The game can be quite spectacular: a player can fall and at the last second save a shot which appeared to be a gonner.

IMPROVED DESIGN
There are several playing modes; training, practice, exhibition matches, tournaments.
   You can, if you wish, be assisted by the computer, both to move around and to take your shots.

STARTUP

IBM PC and Compatibles

Tennis Cup II needs a large RAM. In order to avoid problems during use, we advise you first of all to follow the instructions in your MS DOS manual to create a bootable DOS diskette.

If the **"not enough memory"** message comes up on your screen, it is imperative to create this boot diskette in order to liberate the memory of your computer.

HOW TO CREATE A BOOT DISKETTE

- Insert a blank diskette in your disk drive.

- Format the blank diskette, by typing **FORMAT A: /S and <return>**

(or FORMAT B: /S if you have chosen the B drive)

- Label this diskette and keep it handy for use when you wish to boot a software requiring a large memory.

INSTALLATION ON HARD DISK

(From DOS). During the installation procedure, the program will create a "TENNIS2" directory. Make sure that a directory of this name does not already exist on your hard disk. Insert the A diskette in the A or B drive, type **A:INST** (or B:INST) and <Return> to validate. Follow the instructions on the screen.

LOADING THE GAME

- Switch off your computer.

- Insert the boot diskette which you have created

- Switch on your computer: it will bootstrap on this boot diskette

1/ From the hard disk: from the main directory, type CD TENNIS2, followed by <return>. Then type T, followed by <return>.

2/ From the disk drive: insert the A diskette in the drive. Type A: (or B: depending on the drive used) and <return> followed by T and <return>.

Atari ST and Amiga

LOADING THE GAME

Switch off your computer. Insert the A diskette. Switch on your computer.

Graphic board and sound effects board (IBM PC and compatibles)

During loading, a display screen will ask you the characteristics of your hardware. To select the options use the up and down arrows. To validate, press the fire button of the joystick / or the <spacebar> key of the keyboard.

MENUS AND OPTIONS

During the generic, press the fire button of the joystick to get the main menu, which is given in the form of a club house.

Six options are offered:
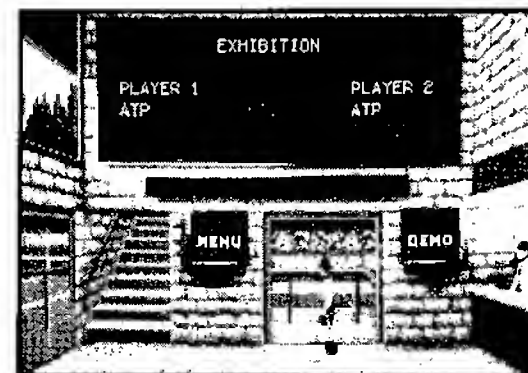
TRAINING: training

STAIRS: to go to the dressing rooms

MENU: to define the various game options

GAME: (the door of the court): to play

DEMO: demonstration

BAR: for refreshments between two matches

To choose one of these six options, move the tennis player by means of the ← and → arrows or the joystick.

When the player is placed opposite an option, the relevant option flickers (in the case of menu and demo) or the doors open automatically (in the case of training and game). To validate your choice, strike <return>, the fire button or the up arrow.

If the player climbs up stairs, don't worry, he is only going to the dressing rooms to tog out.

We have also provided for some single keyboard strikes, to give you direct access to the options.

G	Game
U	Menu
T	Training
D	Demo

TRAINING

Two options are offered:

- **practice:** training with a ball thrower. All shots are possible

- **training:** training with a teacher who shows predetermined shots. The player then practices the shots demonstrated by the teacher who is at the top right-hand corner of the screen. Training enables you to improve your performances (see "player parameters "menu).

Note: By default, the computer moves the player around automatically. All you need to do is hit the ball at the right time by pressing the fire button or the space bar of the keyboard and by releasing it to take the shot. We strongly advise you to use this assisted displacement option at the beginning. If you want to move the player around yourself, see the player parameters (Player one parameters) on page 7 of this manual.

To interrupt your training and return to the main menu, press the <escape> key followed by <return>.

MENU

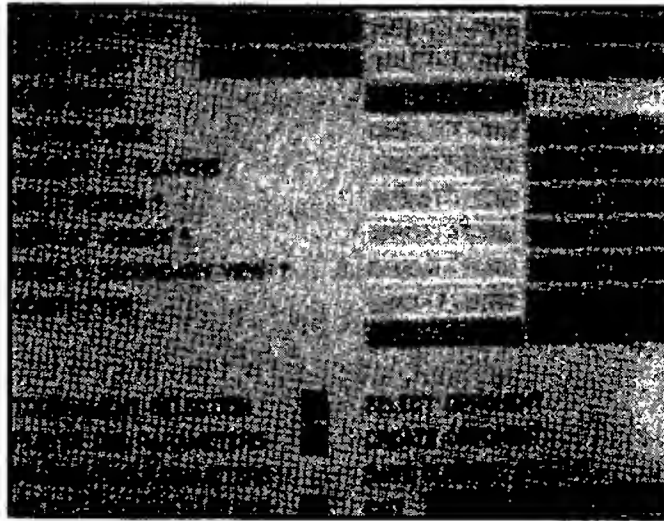To choose the game parameters, several options are available to you.

At the bottom of each menu, you will find **EXIT,** which enables you to quit the menu page. Three options are possible:

- **OK,** if you wish to exit he current page

- **RESET,** if you wish to restore the default parameters

- **Cancel,** if you wish to retrieve the parameters of your last backup.

You can choose OK directly without having to scroll through the whole menu by typing the letter O.

Choose options by means of the direction arrows.

- **number of sets:** 1, 3, 5

- **game speed:** slow, medium, fast

NB: ATP points and tournament winnings are awarded according to the speed chosen: slow speed: points and winnings divided by two. Average speed: points and winnings are awarded as indicated. Fast: 10 additional points are awarded and winnings are as indicated..

- **game mode:** exhibition/tournament

- **playing mode:** singles/doubles

- **number of players:** 1, 2

- **split screen:** 1 player at the top and the other at the bottom. yes/no. This option is not available in single mode for two players

- **display judges:** yes/no. We advise the NO option for slow machines.

- **display secondary view** (displays an inset screen): to get a bird's-eye and side-on view. We advise the NO option for slow machines.

- **court type:** clay, quick, hard or grass; this option is irrelevant importance for tournament mode.

SECOND PART OF THE MENU

Choose options by means of the direction arrows

The options in this second part are in direct relation to those in the first part. For each option, there are three possibilities, each of which is indicated by a coloured lozenge.

- A transparent lozenge indicates that the option is unavailable.

- A blue lozenge indicates that the option is optional. To access it, press fire or <enter>.

- A red lozenge indicates an obligatory option. To access it press fire or <enter>.

You cannot leave the menu as long as there are red lozenges remaining.

- tournament selection:

8 tournaments, 4 Davis Cups and one Masters are offered. The 4 Davis Cups are inseparable. Only the top 8 players in the ATP world classification can enter the Masters. These tournaments represent a season. You choose which tournaments you want to play in a season.

You cannot quit this menu until you have chosen a tournament. You can select the tournaments in chronological order. After having played a tournament, it is impossible to come back to it in the same season.

The space bar gives access to information on a tournament: the winnings and points awarded from the first knockout round up to the winner.

- player one parameter and player two parameter: to set the specific game parameters of each player

- *Name:* choose one of the names proposed by means of the ← and → arrows

- *Nation:* to select the country of the player

- *Assisted displacement.* if you choose this option, the computer automatically moves your player for you.

Activated computer icon indicates assisted displacement.

Activated player icon indicates manual displacement.

- *Shot* (assisted shooting): two possibilities.

1/ The icon representing a half-court means that you are in arcade mode. In this mode, if you strike the ball in one direction with the joystick (left, right) or with the direction arrows of the keyboard, the ball will go into the corresponding corner of your opponent's half. Depending on the direction given at the moment of impact, the ball will go to the far left or far right of the court, or close to the net to the right or left.

Example: Press the fire button to prepare the shot. To hit the ball, you move the joystick to the left or strike the ← key at the same time releasing the fire button. The shot is then taken and the ball will end up in the left-hand corner of your opponent's half.
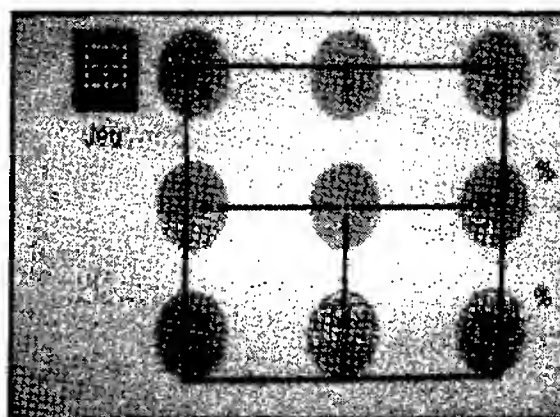
2/ The icon representing the arrows indicates that you are in simulation mode. In this mode the direction given by the arrows or the joystick corresponds to the angle at which you return the ball, seen from your own position.

Example: Press the fire button to prepare the shot. To strike the ball, you move the joystick to the left or strike the ← key at the same time releasing the fire button. The shot is then taken and the ball will end up 30° to the left of your own position.
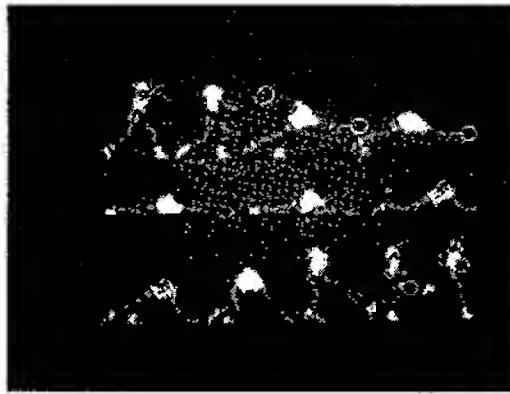
- *Service*

- *Forehand*

- *Backhand*

- *Forehand volley*

- *Backhand volley*

- *Smash*

- *Credits:* supplementary points which can be used to set the shots.

- file (file management):
Load and save all the characteristics of the player. It is recommended to save after a tournament. **THE FILE IS AUTOMATICALLY GIVEN THE NAME OF THE PLAYER**

- select doubles partner

- select opponent

- create opponent

- save current status
It is recommended to save the status of a season prematurely ended before exiting the game, so that you can take up at a later date from where you left off.

When all the parameters of the menu have been defined, the central display board of the club house indicates the status of the tournament and the names of the opponents.

TO PLAY

In the club house go the door of the court (game) and press fire or ↑ to validate

THE FUNCTION KEYS

TAB   Pause

BACKSPACE   Controls the inset screen (activate/de-activate)
                   F1 gives the side-on view
                   F2 gives the bird's-eye view
                   F3 removes the inset screen
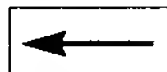
                   This screen can be moved around by means of the direction arrows.

F10   Assisted shooting/manual shooting by player 1

F1   Assisted shooting/manual shooting by player 2

F5   Sound on/off

DELETE   Stop play and return to DOS

ESCAPE   End prematurely

JOYSTICK COMMANDS

MOVING THE JOYSTICK, <u>WITHOUT PRESSING FIRE BUTTON</u>

```
                    towards the net
                          ↑
          left    ←———————+———————→    right
                          ↓
                  towards the far end
```
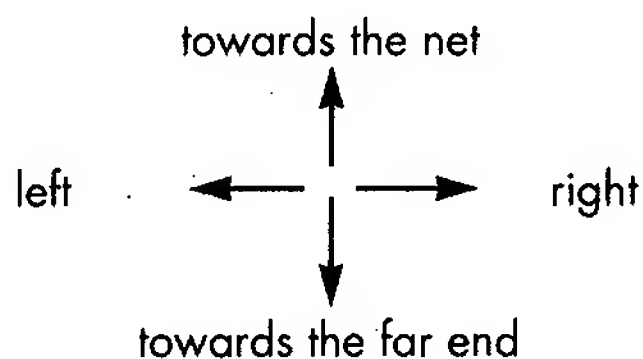
JOYSTICK MOVEMENT, <u>FIRE BUTTON PRESSED</u>

Press button   = Prepare shot

Release button   = Hits the ball and sends it in the direction
                                 corresponding to the direction of the joystick.

CORRESPONDING KEYBOARD COMMANDS
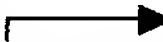

PLAYER 2   PLAYER 1
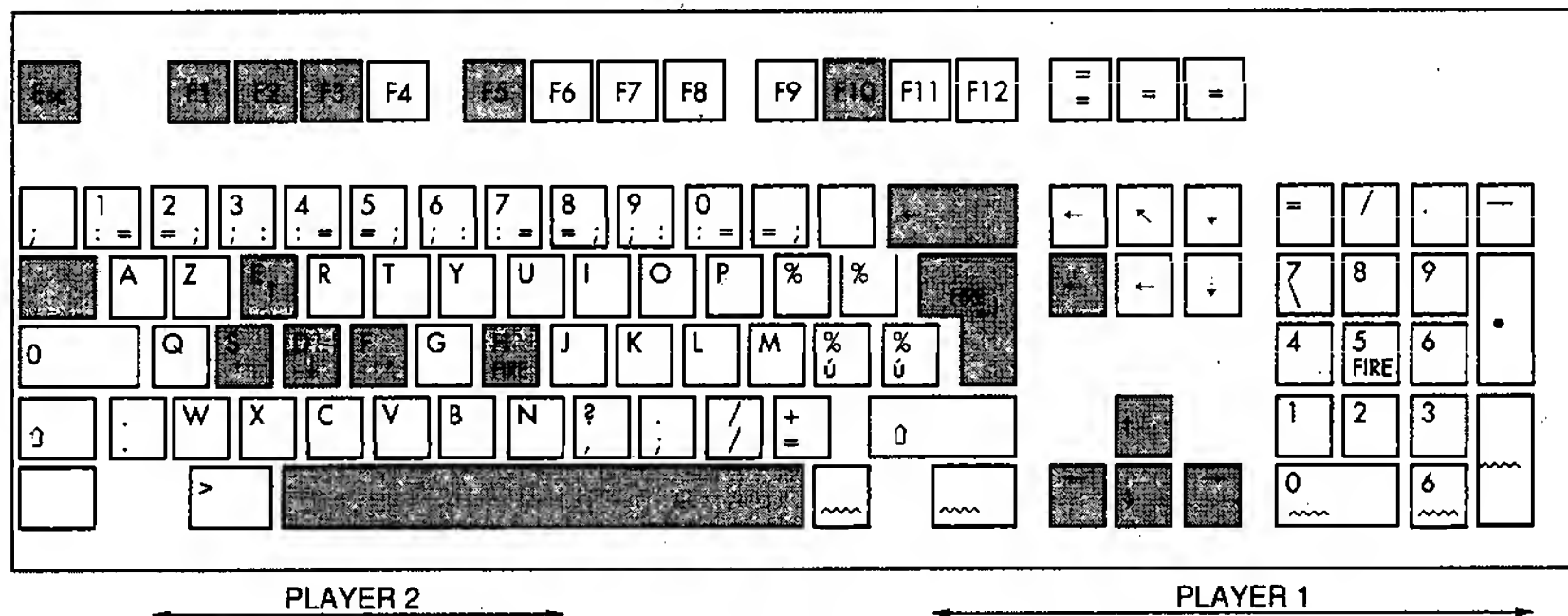
IF THE BALL IS HIT AFTER A REBOUND
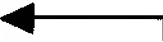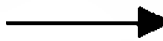
1/ OPPONENT AT THE FAR END OF THE COURT

	LEFT	STRAIGHT	RIGHT
SLICE	←⌐	▲	⌐→
STRAIGHT SHOT	←		→
TOPSTIN	←⌐	▼	⌐→

2/ OPPONENT AT THE NET

	LEFT	STRAIGHT	RIGHT
SLICE	←⌐	▲	⌐→
STRAIGHT SHOT	←		→
LOB	←⌐	▼	⌐→

IF THE BALL IS STRUCK BEFORE A REBOUND

VOLLEY	LEFT	STRAIGHT	RIGHT
BACK-COURT	←	▲	→
HIGH POWER	←		→
DROP SHOT	←	▼	→

IF YOUR OPPONENT PLAYS A LOB

	LEFT	STRAIGHT	RIGHT
SMASH	←		→

SERVICE

	LEFT	STRAIGHT	RIGHT
UP	1	2	3
MIDDLE	4	5	6
DOWN	4	5	6

ERROR MESSAGES

NOT ENOUGH MEMORY
Not enough available memory in the 640K of the PC

REFER TO MANUAL
Consult the chapter of the manual on startup to create a boot diskette

RETURN TO CONTINUE
Strike <returnr> to continue

INSERT DISK
Insert the diskette in the drive

LOADING
Loading in progress

SAVING
Saving in progress

ACKNOWLEDGEMENTS